JAVA.UTIL.STACK CLASS

Introduction

The **java.util.Stack** class represents a last-in-first-out (LIFO) stack of objects.

- When a stack is first created, it contains no items.

- In this class, the last element inserted is accessed first.

Class declaration

Following is the declaration for **java.util.Stack** class:

```
public class Stack<E>
    extends Vector<E>
```

Class constructors

S.N.	Constructor & Description
1	**Stack()** This constructor creates an empty stack.

Class methods

S.N.	Method & Description
1	boolean empty() This method tests if this stack is empty.
2	E peek() This method looks at the object at the top of this stack without removing it from the stack.
3	E pop() This method removes the object at the top of this stack and returns that object as the value of this function.
4	E push(E item) This method pushes an item onto the top of this stack.
5	int search(Object o) This method returns the 1-based position where an object is on this stack.

Methods inherited

This class inherits methods from the following classes:

- java.util.Vector

- java.util.AbstractList

- java.util.Object

- java.util.List